

Utilizing Snort in the Analysis of Intrusion Detection System

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ABSTRAK

Matlamat penyelidikan ini adalah untuk merekabentuk satu set penilaian sistem pengesanan pencerobohan. Set ini dibina berdasarkan kepada empat keperluan asas sistem pengesanan pencerobohan yang dinyatakan oleh Porras dan Valdes (1998) dan Debar et al (1999) iaitu kejituan, prestasi, kesempurnaan dan toleransi kegagalan. Set pengujian yang telah dibina diuji dengan menggunakan satu sistem pengesanan pencerobohan terbuka iaitu Snort. Metodologi dan prosedur pengujian yang digunakan semasa penilaian ke atas sistem pengesanan pencerobohan adalah berdasarkan kepada model simulasi. Hasil daripada pengujian menggunakan set penilaian yang dibentuk, didapati ia dapat mendedahkan kelemahan sesuatu sistem pengesanan pencerobohan. Kelemahan yang dikesan boleh digunakan untuk meningkatkan lagi keupayaan sistem pengesanan pencerobohan dari semasa ke semasa.

ABSTRACT

The objective of this research is primarily to construct a set of intrusion detection system evaluation. The set is built through four basic needs of intrusion detection as stated by Porras and Valdes (1998) and Debar et al (1999) which comprise of accuracy, performance, completeness and fault tolerance. The test set built is then tested by using open intrusion detection system, Snort. The methodology and the testing procedure which are used during the evaluation of intrusion detection system is based on a simulation model. Results from the evaluation set constructed is found able to expose any existing weaknesses in the intrusion detection system. Any weaknesses detected will then be used to upgrade the intrusion detection system from time to time.

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TABLE OF CONTENTS

	Pages
PERMISSION TO USE	ii
ABSTRAK	iii
ABSTRACT	iv
ACKNOWLEDGEMENT	v
DEDICATION	vi
TABLE OF CONTENTS	vii
LIST OF TABLES	xi
LIST OF FIGURES	xiii
LIST OF ABBREVIATIONS	xv
CHAPTER 1 INTRODUCTION	1
1.1 Intrusion Detection System.....	3
1.2 Intrusion Source.....	3
1.3 Types and Phases of Threat.....	6
1.4 Rational in Implementing Intrusion Detection System.....	7
1.5 Problem Identification.....	9
1.6 Objectives of the Study.....	9
1.7 Significance of the Study.....	10
1.8 Scope of the Study.....	11
1.9 Terms and Definition.....	11
1.10 Organization of the Thesis.....	13
CHAPTER 2 LITERATURE REVIEW	14
2.1 The Role of Intrusion Detection System.....	16
2.2 Classification of Intrusion Detection Systems.....	17
2.2.1 Network-based Intrusion Detection System (NIDS).....	17
2.2.2 Host-based Intrusion Detection System (HIDS).....	18

2.3	Strengths and Limitations of IDSs.....	20
2.3.1	Advantages of NIDS.....	20
2.3.2	Disadvantages of NIDS.....	21
2.3.3	Advantages of HIDS.....	21
2.3.4	Disadvantages of HIDS.....	22
2.4	Categorization of Models of Intrusion Detection.....	23
2.4.1	Misuse Detection Model.....	23
2.4.2	Anomaly Detection Model.....	24
2.5	A Generic Architectural of Intrusion Detection System.....	25
2.6	Existing Projects and Commercial Software.....	31
2.7	Snort.....	32
2.7.1	Why Snort Is Chosen For This Study.....	36
2.8	An Ideal IDS Requirement.....	37
2.9	Related Work.....	39
2.9.1	1998 and 1999 DARPA Off-line Intrusion Detection Evaluation.....	39
2.9.2	LARIAT.....	39
2.9.3	MIER Communications Lab Testing Summary Report...	40
2.9.4	NSS Intrusion Detection System Test Report.....	40
2.9.5	Using Rule-Based Activity to Evaluate Intrusion Detection System.....	40
2.10	Summary.....	43
CHAPTER 3	RESEARCH METHODS.....	44
3.1	Problem Definition.....	45
3.2	Construction of the Simulation Model.....	45
3.3	Testing and Validating the Model.....	46
3.4	Design of the Experiments.....	47
3.4.1	Performance Objectives for An IDS.....	48
3.5	Conducting the Experiments.....	49
3.5.1	Using the Simulation Intrusion in A Variety of Testing Experiment.....	49

3.6	Evaluating the Result.....	57
3.6.1	Experimental Result.....	57
3.7	Summary.....	58
CHAPTER 4	TESTING.....	60
4.1	Simulation In Real Environments.....	60
4.2	Simulation In Experimental Environment.....	61
4.3	Test Procedure.....	61
4.4	Test Case Selection.....	62
4.5	Intrusion Identification Tests.....	67
4.5.1	The Basic Detection Test.....	68
4.5.2	The Normal User Test.....	69
4.6	Resource Usage Test.....	71
4.7	Stress Tests.....	72
4.7.1	Stress Test: High-Volume Sessions.....	72
4.7.2	Stress Test: Intensity.....	74
4.7.3	Stress Test: Load.....	75
4.7.4	Stress Test: Vulnerability.....	76
4.8	Fault Tolerance Test.....	77
4.9	Summary.....	78
CHAPTER 5	EXPERIMENTAL RESULTS.....	79
5.1	Intrusion Identification Tests.....	79
5.2	Resource Usage Test.....	84
5.3	Stress Tests.....	93
5.3.1	Stress Test: High-Volume Sessions.....	93
5.3.2	Stress Test: Intensity.....	94
5.3.3	Stress Test: Load.....	103
5.3.4	Stress Test: Vulnerability.....	104
5.4	Fault Tolerance Test.....	106
5.5	Summary.....	109

CHAPTER 6 DISCUSSION AND FINDINGS.....	110
6.1 Intrusion Identification Test.....	110
6.2 Resource Usage Test.....	114
6.3 Stress Tests.....	117
6.4 Fault Tolerance Test	122
6.5 Evaluative Set.....	123
6.6 Summary.....	124
 CHAPTER 7 CONCLUSION AND FUTURE WORKS.....	 125
7.1 Conclusion.....	125
7.1.1 Accuracy.....	125
7.1.2 Performance.....	126
7.1.3 Completeness	128
7.1.4 Fault Tolerance.....	128
7.2 Recommended Further Study	129
 REFERENCES.....	 130
APPENDICES.....	135
Appendix 1.....	136
Appendix 2.....	147
Appendix 3.....	157

LIST OF TABLES

	Pages
Table 2.1	Characteristics of Past Intrusion Detection Evaluations..... 41
Table 3.1	Attack Categories Description..... 50
Table 4.1	Summarize Nessus Result on the Dangerous Service..... 63
Table 4.2	Possible Attack on the Dangerous Service..... 64
Table 4.3	Attack Categories Used in the Evaluation..... 65
Table 4.4	Tests Summary..... 78
Table 5.1	Result for Basic Detection Test and Normal User Test..... 80
Table 5.2	False Positives and Possibly Action That Might Cause Alert..... 82
Table 5.3	Disk Space Test Result..... 84
Table 5.4	Result of Memory Usage..... 91
Table 5.5	Result of High Volume Session..... 94
Table 5.6	Intensity Test Result When Delay Between Sending Attacks, Delay Between Sending Each Packet and Time To Live Are All Descending..... 95
Table 5.7	Intensity Test Result When Delay Between Sending Attacks is Descending, Delay Between Sending Each Packet is Descending and Time To Live is Ascending 96
Table 5.8	Intensity Test Result When Delay Between Sending Attacks is Descending, Delay Between Sending Each Packet is Ascending and Time To Live is Descending..... 97
Table 5.9	Intensity Test Result When Delay Between Sending Attacks is Ascending, Delay Between Sending Each Packet is Descending and Time To Live is Descending..... 98
Table 5.10	Intensity Test Result When Delay Between Sending Attacks, Delay Between Sending Each Packet and Time To Live are All Descending..... 99
Table 5.11	Intensity Test Result When Delay Between Sending Attacks is Ascending, Delay Between Sending Each Packet is Ascending and Time To Live is Descending..... 100

Table 5.12	Intensity Test Result When Delay Between Sending Attacks is Ascending, Delay Between Sending Each Packet is Descending and Time To Live is Ascending.....	101
Table 5.13	Intensity Test Result When Delay Between Sending Attacks is Descending, Delay Between Sending Each Packet is Ascending and Time to Live is Descending.....	102
Table 5.14	Stress Test: Load Result.....	103
Table 5.15	Stress Test: Vulnerability Result.....	105
Table 5.16	Fault Tolerance Test Result.....	106
Table 6.1	Constructed Evaluative Set.....	123

LIST OF FIGURES

	Pages
Figure 1.1	Classification Of Intruders..... 5
Figure 2.1	A Generic Intrusion Detection System..... 15
Figure 2.2	Network-based Intrusion Detection..... 17
Figure 2.3	Host-based Intrusion Detection..... 19
Figure 2.4	Misuse Detection Model..... 23
Figure 2.5	Anomaly Detection Model..... 24
Figure 2.6	Intrusion Detection Design..... 26
Figure 2.7	Organization of A Generalized Intrusion Detection System..... 27
Figure 2.8	Sensor Location..... 29
Figure 2.9	Snort's Architecture..... 33
Figure 2.10	Data Flow of Snort's Architecture..... 33
Figure 2.11	Sample of Snort Rule..... 35
Figure 2.12	False Positive and False Negative Error..... 38
Figure 3.1	Simulation Model by Turban and Aronsson..... 44
Figure 3.2	Test Bed Setup..... 45
Figure 3.3	Procedures for Testing IDS..... 49
Figure 3.4	Traffic Involved in Real Network..... 54
Figure 3.5	Snort Interface with ACID Alert Viewer..... 56
Figure 3.6	Snort Output with ACID Alert Viewer..... 57
Figure 4.1	Test Case Creation Process..... 62
Figure 4.2	Basic Detection Test bed Setup..... 68
Figure 4.3	Normal User Test bed Setup..... 70
Figure 4.4	Resource Usage Test bed Setup..... 71
Figure 4.5	Stress test - High Volume Session Test bed Setup..... 73
Figure 4.6	Stress test - Intensity Test bed Setup..... 75
Figure 4.7	Stress test - Load Test bed Setup..... 77
Figure 4.8	Stress test - Vulnerability Test bed Setup..... 76
Figure 4.9	Stress test - Fault Tolerance Test bed Setup..... 77
Figure 4.10	Tests Summary..... 78

Figure 5.1	Disk Space Usage Graph by Eight Categories Attack.....	85
Figure 5.2	CPU Usage and Memory Usage Graph using Task Manager.....	87
Figure 5.3	Average Memory Usage Graph by Eight Categories Attack	92
Figure 6.1	Dns Zone Transfer Attack Alert.....	115
Figure 6.2	Land (tcp) Attack Alert.....	115
Figure 6.3	IP Fragmentation Attack Alert.....	119
Figure 6.4	Attack That Involved the Control of Time To Live Value.....	121

LIST OF ABBREVIATIONS

ASCII	=	American Standard Code For Information Interchange
CGI	=	Common Gateway Interface
CIDR	=	Classless Inter-Domain Routing
CORBA	=	Common Object Request Broker Architecture
DMZ	=	DeMilitarized Zone
DNS	=	Domain name system
FTP	=	File Transfer Protocol
HIDS	=	Host-based Intrusion Detection System
HIDSs	=	Host-based Intrusion Detection Systems
HTTP	=	HyperText Transfer Protocol
ICMP	=	Internet Control Message Protocol
ID	=	Intrusion Detection
IDES	=	Intrusion Detection Expert System
IDS	=	Intrusion Detection System
IP	=	Internet Protocol
LAN	=	Local Area Network
LANL's	=	Los Alamos National Laboratory's
LARIAT	=	Lincoln adaptable real-time information assurance test bed
MIDAS	=	Multics Intrusion Detection and Alerting System
NADIR	=	Network Anomaly Detection and Intrusion Reporter
NFR	=	Network Flight Recoder
NIDES	=	Next-Generation Intrusion-Detection Expert System
NIDS	=	Network-based Intrusion Detection System
NIDSs	=	Network-based Intrusion Detection Systems
NT SAM	=	Windows NT Security Accounts Manager
OS	=	Operating System
PBX	=	Private Branch Exchange
POP	=	Post Office Protocol
SMB	=	Server Message Block
SMTP	=	Simple Mail Transfer Protocol
SQL	=	Server Query Language

SRI	=	Stanford Research Institute
SSH	=	Secure shell
SSO	=	Site Security Officer
TCP/IP	=	Transmission Control Protocol/Internet Protocol
TCP/UDP	=	Transmission Control Protocol/User Datagram Protocol
USTAT	=	UC Santa Barbara's State Transition Analysis Tool

CHAPTER 1

INTRODUCTION

Nowadays the En of Internet technology itself can in turn be manipulated to the attacker's whim-who is always on the prowl to infiltrate any given network. This situation brings about a high demand for computer system's security, which includes the computer's network to ensure safety. Precisely, network security is important to protect confidentiality, integrity and availability of data or information that passed through or existed in any computer's system or its network.

Computer system for most organization usually links all existing computers through a network. Its design is such that it allows users to access any computers in an organization's computer system to get information and data. For a much bigger computer network, it can also be directly linked to the Internet network. Therefore, the network faces a much bigger risk of attack. Furthermore, up to now there is no mechanism that can promise to entirely secure a network. Among the available security methods for network's protection are encryption, access control and authentication of users, authentication of distributed systems, traffic control and data integrity.

Encryption is a means to send information in a form that is 'unreadable'. When the information arrives at its destination, it can be reconfigured so that the receiver can read it. There are two types of encryption: link encryption and end-to-end encryption. Link encryption is the data security process of encrypting information at the data link level as it is transmitted between two points within a network. Data which is plaintext in the host server, is encrypted when it leaves the host, decrypted at the next link (which may be a host or a relay point) and then re-encrypted before it continues to the next link. The process is repeated until the data has reached the recipient. While end-to-end encryption is the encryption of information at its origin and decryption at its intended destination without any intermediate decryption.

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